



LORDS OF BASEBALL: The Dice Game  
By Max & Robert Jamelli

Version 1.0

## COMPONENTS:

<b>Main Board</b>	<b>Player Team Mats</b>	<b>Superstar Cards</b>
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<b>Cubes/Pawns</b> Blue / Green / Red / Black	<b>Impact Dice</b>	<b>Value Dice</b>
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<b>Force Tokens</b>
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## GETTING READY TO PLAY

1. Set the main board up in the middle of the table.
2. Choose a team and take that team's board, colored squares, impact dice, and value dice.
3. Players start the game with \$5 million – place cube on the \$5 spot.
4. Players each take a force token and place near his or her player board.
5. Place the victory point pawn of his or her color near the scoring track.

## PLAY OVERVIEW

"Lords of Baseball" refers to the moguls on the business end of the game. The people who make the decisions and cut the paychecks have been made into symbols of greed and of ferocity. Lords of Baseball: The Dice Game gives players a more condensed gaming experience.

## A GAME ROUND

Each year is broken down into phases. Phases are classified as Early Season, Mid Season, and Late Season. Phases are executed in the order described:

1. Players roll 3 value dice and display in front of them. No re-rolls are allowed.
2. Players choose 1 of the dice to trade to an opponent.
  - a. Trading dice is done on a rotating basis.
  - b. In the Early Season give the player to your left a single die.
  - c. In the Mid Season give the player to your right a single die.
  - d. In the Late Season give the player across from you a single die.
  - e. In 2-3 player games, rotate L/R/L
3. Value Dice are placed on the player mat in any order
4. Players roll all three Impact Dice (Re-rolls are allowed at a cost of \$1 Million per die re-roll – there is a limit to 1 re-roll per round)
5. Player chooses one of the Impact Dice to place under the Value Die on the first space.
6. Player picks up remaining two impact dice, rolls, and chooses one to place under value die in the second space.
7. Player picks up remaining impact die, rolls, and places under third space.
8. Impact/Value dice are resolved on the player boards.
9. Player check for end of phase conditions.
10. If phase continues, players perform steps 1-9 until a phase-end condition is met.
11. At the end of a phase, Victory Points are calculated and scored.

## PHASE END CONDITIONS

A game phase will end immediately when a player achieves ONE of the following:

1. 20 Phase Wins
2. 20 Phase Losses
3. Accumulation of 10 Superstars
4. Accumulation of 10 All-Stars
5. Accumulation of \$50 Million

## VICTORY POINT SCORING

At the end of the phase, players record points on their scoring sheets using the following scoring table. At the end of the game, the player with the highest VP is the winner.

Scoring Item	VP Scored:
Each All-Time Great Chip	Various
Each Superstar	2
Each All-Star	1
\$1,000,000	1
Each game over .500	1
World Series Trophies	10

## SPECIFIC ODDS AND ENDS

- When a phase ends and players have scored VP, players will reset their player boards to the original state (\$5 million, 0 wins/loss 0 SS and 0 AS)
- At any time during the value die rolls, a player may use his force token to give a die to an opponent and force that opponent to use the die for an impact roll of his choice.
  - o Example: Derek rolls a +5, +4, and +1. He uses his force token to give Joe, the player to his left, the +5 die and forces him to use the +5 for Losses. Joe only makes 2 Impact Die rolls during this round.
- If a player accumulates more than 10 Superstars during a round, he is entitled to draft an All Time Great card. The All Time Great will come with certain abilities and/or VP. The VP for All Time Greats are scored cumulatively during each scoring phase.
- If a player accumulates 20 wins during a phase, he starts the next phase with a bonus \$3 million
- Negative numbers on Value Dice are irrelevant in combination with “Team Losses”.
  - o Example: On Derek’s final Impact die roll (which will go with a -3) he rolls team losses. He **adds** 3 losses to his player mat.

## ALL TIME GREAT CARDS AND ABILITIES

PLAYER NAME	ABILITY	VICTORY POINTS
Babe Ruth	Once per Phase may re-roll any Impact Die for free	5
Joe DiMaggio	At the start of each phase, owner starts with \$2 Extra	5
Lou Gehrig	At the start of each phase, owner starts with 2 wins	5
Mickey Mantle	Choose one opponent who starts the current phase with 2 losses	3
Stan Musial	Choose one opponent who starts the current phase with \$3 Million	3
Jackie Robinson	At the start of one phase, Owner can choose to add 3 Wins or \$4 million	5
Willie Mays	At the start of one phase, Owner can choose to add 3 Wins or \$4 million	5
Frank Thomas	Once per Phase may re-roll any Impact Die for free	5
Hank Aaron	At the start of one phase, Owner can choose to add 3 Wins or \$4 million	5

## **THE DESIGNERS WOULD LIKE TO THANK THE FOLLOWING:**

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